

Santa Cruz
Educational Software
presents

KID'S PROGRAMS #1 (BY BOB)

MATHQUIZ will challenge your children into improving their basic math skills. LOST TREASURE will engage your deductive reasoning processes while presenting the fun of finding a lost treasure on an Island. Dialogue is a demonstration of artificial intelligence which engages your child in a predetermined exchange of questions and humorous answers.

HOW TO LOAD

The disk version will automatically load by turning on the 810 disk drive. Wait for the motor to stop and then insert this disk. Turn on the power switch on your Atari 800, and the disk will load, greeting you with the selection menu. For tape users type RUN"C:". Any bad tapes may be replaced by calling (408)476-4901.

MATHQUIZ....(01) TREASURE....(02)
DIALOGUE....(03)

Press the number of your choice (1,2,or 3) to select which of the three programs you desire. Be sure to press RETURN and then the disk drive will activate and find your selection.

There is no menu for tape users. You must just load each program separately, keeping track of your index counter as found on the tape. Some experimenting may be required.

MATHQUIZ

Mathquiz is really an elaborate flash card replacement with many features. It will be a great help for anyone wishing to brush up on their basic math skills. The program asks for the user's name and then uses your name in the 10 random musical and textual responses to your answers. The user selects addition, subtraction, division or multiplication problems and then is given the opportunity to fine tune the difficulty of the problems by setting the highest number your children will be challenged by. The program prompts you with the question "I am programmed to present no problem harder than 12 times 12." Would you like to change this parameter? If you are satisfied with this, either type NO or just press return to default to the preset value. Otherwise, the computer will prompt you through the very easy method of changing the difficulty level. The computer then presents 10 problems, and you are informed which of the ten problems you are on and rewarded for correct answers. If you get the problem wrong three times in a row, the computer is programmed to inform you what the correct answer is. A wrong answer scores one wrong per problem, but if you answer wrong on the same problem three times in a row, you will be told the correct answer. At the end of the ten problems, you are informed how many of the ten were correct and if you scored higher than 80%, you will receive an added bonus. You are now given the opportunity to play again or return to the main menu.

LOST TREASURE

See what fun can be had searching all over the island trying to find the Treasure. Challenge your friends to see who can find the treasure in the least number of moves. This program places you somewhere on an Island with the treasure displayed in the middle. You have only a map to use and simple clues to identify your position on the Island. Beware the edges of the Island where you will surely fall into the Ocean where the hungry sharks await. This treasure is difficult to find for some, requiring a degree of deductive reasoning. Once you catch on to the process of locating yourself on the map and finding the treasure then the fun comes in competing for the lowest number of moves to find the treasure. No need to press the return key only single keystrokes required. The screen prompts you with the various keys required. I.E. N=north, S=south, E=east, W=west and M=map. The number of moves it takes to find the treasure determines a verbal response such as GREAT TREASURE FINDER. GOOD LUCK!

DIALOGUE

This program engages the child in an interactive dialogue of pre-determined responses. It has some humor and requires your children to read and type their responses, which are written on the screen and copied. The program asks for your name and uses your name often in its dialogue.

Customize Kids #1?

These programs were actually three of the first ones written into the ATARI(tm) computer by one of our programmers. They are simple, but cheap. Just what the new owner of a computer often wants. Many possibilities exist to customize each for your own needs. For example, in MATHQUIZ you could change the program to allow for decimals numbers like 5.67. Or the rewards could be added to, or removed, both with little effort. Treasure could be made harder for older players, or if you have more memory, why not go to high res graphics. Add your favorite sound effects. Dialogue can grow to many times it's size by adding more responses. If you wanted, it could go on for hours. Finally, why not have your kids(if any) do some of the modifications. Good luck and have FUN!

Kid's Programs #1

Includes the following programs:

MATH QUIZ: Bob's proud of this one! Unlike most of the math quizzes, this allows you to input the highest numbers your children can handle in their math drills. This means that combined with the nice little musical pieces and a few graphic rewards, they won't get bored as easily.

DIALOGUE: Talk to the computer! It may answer you like a wise guy, but you can always turn it off. This is a computer classic TRANSLATED for the ATARI.

LOST TREASURE: See what fun your small kids can have trying to search over a small island looking for a treasure when they have to figure out the clues as to where they are. A few graphics included.

Requires 16k tape or 24k RAM for disk